VOL 3. NO. 8 AUGUST 1986

1st Wed every month

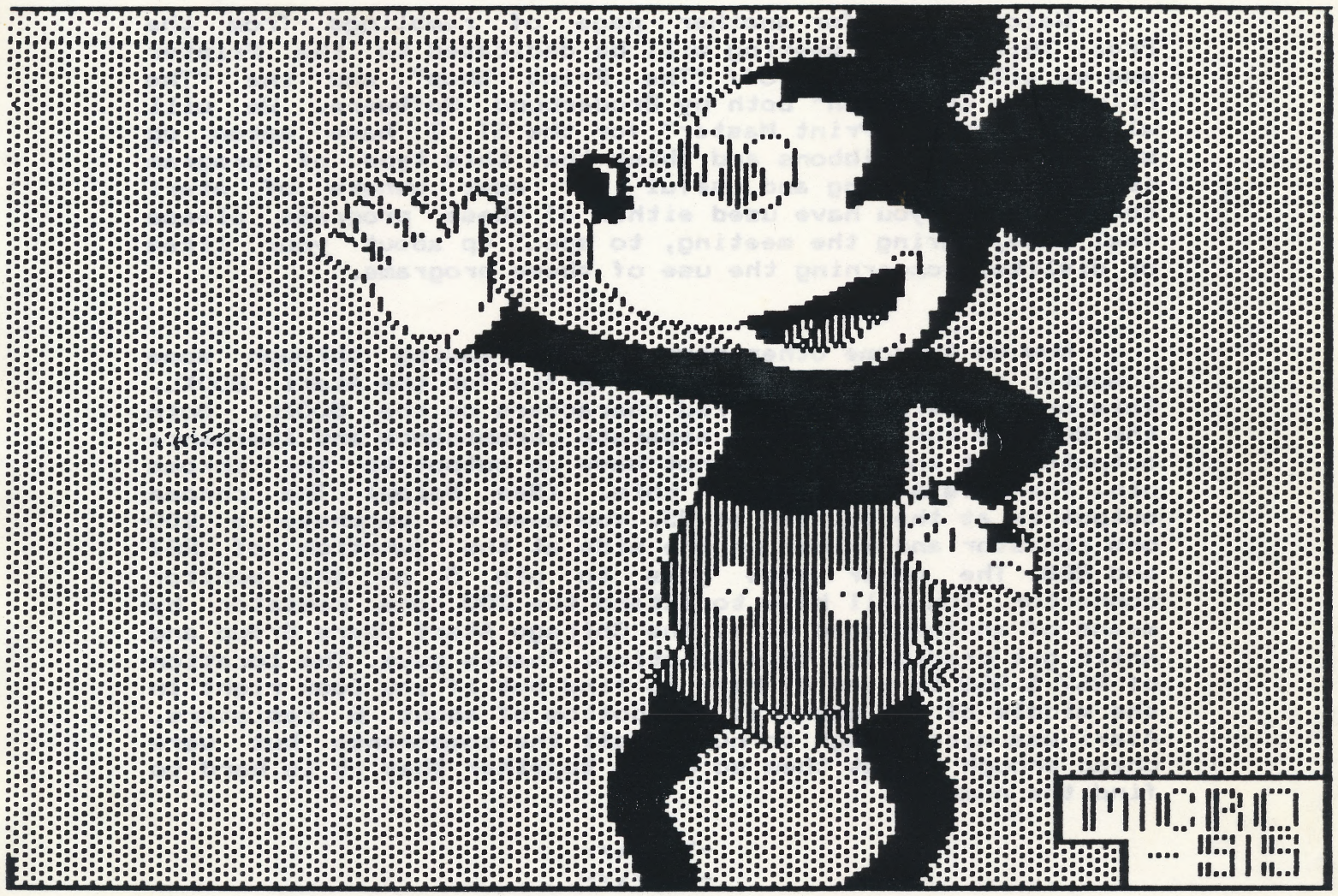
LACE

LAYTON ATARI COMPUTER ENTHUSIASTS

~~right, light~~ North of Clearfield High

Tonight 7:00 Clearfield Library

double disk drive $250 thru discount mail



LACE is the newsletter of The Layton Atari Computer Enthusiasts and is published monthly. Members are encouraged to submit articles or reviews of Atari software and hardware.

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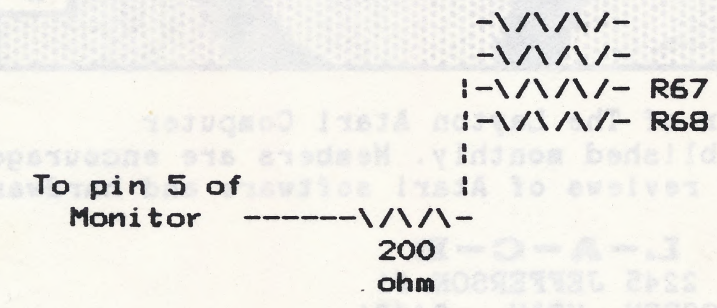
Prez Notes

Welcome back for another page of ramblings from the Prez. This month's meeting will be dedicated to the Printer and we will be showing off "The Print Shop" and the "The Print Shop companion" both by Broderbund Software. We will also be showing "Print Master" for the ST. I have eaten up several printer ribbons and think that this type of program is both entertaining and useful for most owners of Atari computers. If you have used either of these programs please feel free, during the meeting, to speak up about your likes or dislikes concerning the use of these programs.

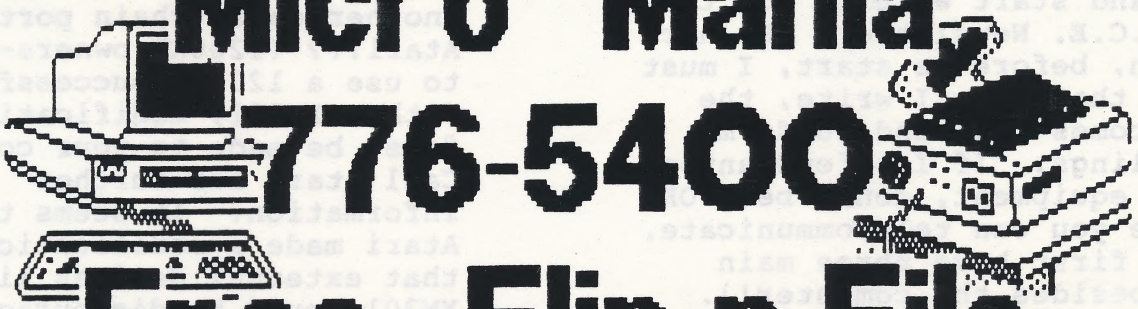
Now on to some other news. While wading through some computer articles I stumbled over a fix for the Atari 800XL. This one concerns the blurred characters on the 800XL. Both the 800 and the 130XE have separate chrominance and luminance outputs, but the 800XLs do not have an output to the chroma pin. There is a solution for this. (See Below) The chroma output is at the emitter of Q5. You need to purchase a 200 ohm resistor and solder on one side at the junction of R67 and R68. The other side goes to pin 5 on the monitor connector. You will have to extend the 200 ohm resistor by means of an insulated wire. The Chicago Atari Users Group and Antic get credit for this solution. Thanks guys. The location of R67 & R68 is kind of hard to find but if you look right in the middle of the board at the bottom of about 6 resistors. Atari was nice enough to number all the components but were cheap enough to put them so close together that it is hard to find the numbers.



I have made the mod to my 800XL and it does make the video much cleaner on my monitor which is a Amdek Color 300. It won't help the TV output though.

Don Smith

Micro Mania



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ATARI TELECOMMUNICATIONS

BY

JIM SANDMAN

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Well, school is finally out, so I can stop typing in last minute reports and start writing for the next L.A.C.E. Newsletter. So here goes. Oh, before we start, I must tell you that when I write, the soapbox comes out, and so do my true feelings. If I offend anyone or their equipment, don't be. OK?

Before you can telecommunicate, you must first have three main things (besides the computer!).

1. Atari compatible modem.
2. Software for running your modem.
3. Telephone line.

So if you have all of the above you should be ready.

What kid of modems and software are available?

Here is a list of the current Atari modems and my judgment on each.

835 - Made by Atari, this one is the first direct connect modem for the Atari 8-bit computer. If you can get one for about $20.00, it is a good deal. It is capable of most of the functions of the later models, although you will want to use more modern software.

1030 - Atari's second attempt. Not much difference between the 835 and the 1030, although the 1030 is more modern looking. It has a few features which I do not understand fully. It comes with Telelink Software.

XM301 - This is Atari's latest! It requires no power supply for it drains it through the serial port of your computer. A few bad notes are that it must be the last thing connected to your computer, for it does not have another daisy chain port. Why, Atari??? (1200XL owners-in order to use a 1200XL successfully with a XM301, modifications must first be made to your computer. Call Atari for further information. It seems that old Atari made a modification so that external devices like the XM301 would be discouraged. Makes a lot of sense, huh!). XM301 comes with XE Term. This software leaves a lot to be desired.

MPP (1000E,1000C) - Here is a modem that sounds great, but does not hold up to its promise. It is capable of most functions. But I have a few dislikes, and they are the following: It plugs into the joystick port #2 (not a bad concept really!); some of the auto-answers did not work; software is limited; and some of its functions do not work properly (mainly the XIO commands); its buffer is large, but cannot be saved to disk to my knowledge, while receiving. It comes with SmartTerm software, some on cartridge, others on disk. New software has been developed and makes this modem more useful. Look for it on the local boards. If you can't find Express MPP, or Amodem MPP Handler, just leave a message to any sysop and he will either put it up for you to download, or tell you where you can get a copy. They are both Public Domain, so there is no charge for the software.

Pocket Modem - No information available.

850 Compatible - This section could could be a review in itself, but I will keep it short. You must have an 850 interface, a Hayes compatible modem, and a cable to run from the 850 to the modem. This is the best, and most effective telecommunication system. But it is also the most costly. They do not come with software, but some of the software I use if 850 Express (public domain), BackTalk (Antic catalog), HomeTerm (Batteries included), Amodem programs (public domain). There are others, but these suit all of my purposes.

So now you got a modem and the software you wish to run. Now what in the heck do you do with a modem? You could let it sit and collect dust like some of my disks do, or you can plug in the telephone jack and call a local BBS (Bulletin Board System), or a computer network. For an up-to-date list of local BBS call the L.A.C.E. BBS at 825-5673. It is run by David Crowther. Other boards run by members of L.A.C.E. are:

NO-NAME SYSOPS: SQUARE ODDBALL
LORD DARKSHADOW
627-0490

If the local BBS's are not enough to keep you satisfied, maybe you should consider spending a little cash and call a computer network. Here is a list of some of them:

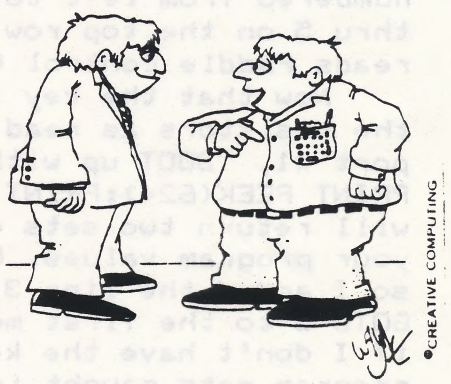
1. COMPUSERVE
2. DELPHI
3. GCP (GAMES COMPUTERS PLAY)
4. DOW JONES
5. THE SOURCE

There are others, but to conserve space and a headache, I have decided not to include those. For information on any of them, look in your Atari computer magazines. A Compuserve starter packet may be obtained at a nominal cost.

What can you do on a BBS? Here I told you of all the equipment available and where you can call, but I never told you what you can do when you finally get there! How thoughtless of me!

1. Messages-you can leave messages to a personal friend, discuss topics, sell something, play online games, or just shoot the bull.
2. Atascii Theaters-some of the Atari boards offer a type of movie that can be enjoyed.
3. Upload/Download-can receive or send Public Domain programs.

There are other things, but those are the main ones. OK, now who wants to do some telecommunicating?



"It's my pocket computer."

"Are you sure this is the way to play computer football?"

ANOTHER COLUMN!?
by David Young

This month I thought I would like to cover two fun programming tricks. The first is on Hardware Protection. Hardware Protection is the process of copy protection or security protection of a program from an external device. A good example of this would be Batteries Included's program "PAPERCLIP". PAPERCLIP comes on a non-protected disk so the user may make as many backup copies as he needs. The trick is that the copies will only run if a special key is inserted in the joystick port of your computer. The same idea could be used for security reasons, Checking accounts, stock records, a DIARY, or anything you want to keep private.

The process for building your own key and writing Basic code in a program is very simple and surprisingly easy. You will need to obtain some inexpensive parts from your local electronics dealer, RADIO SHACK had everything I needed. You will need one DB-9 joystick plug ($2.49 from Radio Shack), and a couple of resistors (between 470 ohms and 10k ohms). Now solder one end of both resistors to pin #7 of the joystick plug you bought. Next solder the other end of one to pin #5 and the other resistor to pin #9. The pins are numbered from left to right looking at the computer with 1 thru 5 on the top row. Now you have a Hardware Key. Pin #9 reads Paddle control 0 and Pin #5 reads Paddle 1.

Now that the key is done you need to find the value of the resistors as read by the port. Insert the key in joystick port #1, BOOT up with Basic and in the direct mode type PRINT PEEK(624):PRINT PEEK(625) then RETURN. The computer will return two sets of numbers between 0 and 228, these are your program values. My key returned the values of 1 and 5, so I added the line 3 IF PEEK(624)<>1 AND PEEK(625)<>5 THEN GOTO 3 to the first module of the program MICRO CHECK. Now, if I don't have the key inserted in the joystick port the program gets caught in a loop and won't run until the key is inserted. If this sounds like to much trouble to build a key why not use something you already have. A joystick would work just as well, just program the computer to look for the fire button to be pressed or the stick to be pushed in a certain direction, or two joysticks being pressed together, or any combination of the above. The possible combinations are limited only by your imagination.

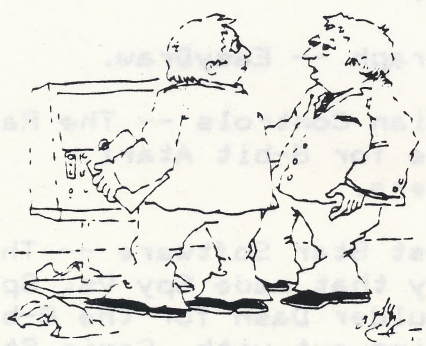
Why go to such trouble just for home use programs? My answer is simple when was the last time your lovely child brought home a friend and they thought Micro Check was a game to see who can go bankrupt first? This has not happened to me, Yet. But it could. Could it happen to you? Only the neighbor knows for sure. The idea for this Key is not an original idea. I read about it in the AUGUST 1986 issue of ANTIC magazine page 102. This idea could be put in machine language programs or autorun.sys too. I won't cover that end here.

Next I thought I would discuss a way of printing a word, a sentence or a group of sentences to the screen one letter at a time without typing the PRINT statement for each letter of the word or sentence. Here is the program routine that will accomplish this.

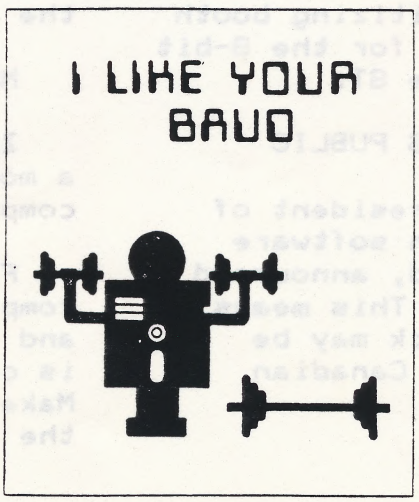
```
 10 DIM E$(200),F$(200)
 20 E$="THIS PROGRAM WILL PRINT THIS LINE ONE LETTER AT A
TIME ACROSS THE SCREEN"
 30 F$="THIS LINE WILL BE PRINTED ONE LETTER AT A TIME DOWN
THE SCREEN"
 40 A=0
 50 IF A=LEN(E$) THEN 100
 60 A=A+1
 70 PRINT E$(A,A);
 80 FOR I=1 TO 15:NEXT I
 90 GOTO 50
 100 PRINT :PRINT
 110 B=0
 120 IF B=LEN(F$) THEN 170
 130 B=B+1
 140 PRINT ,,F$(B,B)
 150 FOR I=1 TO 10:NEXT I
 160 GOTO 120
 170 END
```

The take a part for this is as follows, LINES 10-30 Dimension E$ and F$ to 200 characters then set E$ and F$ equal to the sentences indicated. LINES 40 and 110 set A and B equal to 0 then LINES 60 and 130 set a counter to add 1 to the value of A and B each time the loop is cycled by A or B. LINES 80 and 150 are just time delay loops to slow the printing sequence down. Change second number in the FOR NEXT statement to change the speed, a larger number will slow things down and a smaller number will speed them up. LINES 70 and 140 are the magic lines. They are the that instruct the computer to pick out one Element of the paticular String and Print it to the screen in the appropriate spot.

Enough for now but try this out and feel free to change things around a little. The worst that can happen is the program will crash. HAVE FUN.



"I hate to be the one to tell you this, but for the past hour and a half you've been trying to program our candy machine."



"All I did was press the run button."

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ATARI CORP'S BIGGEST BOOTH EVER
CHICAGO CES: THE FIRST DAY

By JACK POWELL

CHICAGO, IL June 1, 1986 --

Atari's exhibit space at the Chicago Consumer Electronics show is the largest seen since the Tramiels took over the company. Walls of monitors displaying Atari software, ranging from ST computers to 2600 game machines, surrounded some 35 third-party developers showing off both 8-bit and ST software.

CES breezed into the Windy City Sunday, opening to brisk crowds. While Chicago natives soaked up the first of the season's hot, humid sunshine, electronics mavens crowded inside the huge McCormick Show Halls off Lake Michigan and ogled the techno-wonders.

As an added bit of Atari nostalgia, a central room contained such coin-operated Atari arcade games, as Asteroids, Dig Dug and Jungle King. Two special display areas were reserved for MIDI and digetizing software. In the MIDI booth, Hybrid Arts showed its many sophisticated products for ST and 8-bit. Activision demonstrated The Music Studio, also available on both ST and 8-bit. The digitizing booth displayed Computereyes for the 8-bit and HippoVision for the ST.

BATTERIES INCLUDED GOES PUBLIC

Michael Reichman, president of the successful Canadian software firm Batteries Included, announced a merger with ITM Corp. This means Batteries Included stock may be publicly traded on the Canadian Stock exchange.

Reichman also said that Russ Wetmore, author of HomePak, has accepted a position with Apple Computers in Cupertino, CA. Whatever he is doing is evidently very hush-hush as Russ said only that he was working in "advanced research production" and would say no more. Reichman awarded Wetmore a plaque for outstanding achievement in world-wide sales for his HomePak software. Ian Chadwick accepted the award in Wetmore's absence.

THIRD-PARTY DEVELOPERS

Judging from this show, the Atari software business seems very active -- certainly more so than in recent shows. Several companies with Atari booths had their own booths elsewhere on the floor. Later reports will detail the software available from these companies. Meanwhile, the companies are displaying the following products within the central Atari area:

Artworx is showing its bridge programs for both 8-bit and ST, and Hole-in-One Golf for the ST. They also have a new 8-bit program called Peggammon.

Omnitrend -- Universe II for the ST.

Migraph -- EasyDraw.

Zobian Controls -- The Rat, a mouse for 8-bit Atari computers.

First Star Software -- The company that made Spy Vs. Spy and Boulder Dash for the 8-bits is coming out with Comic Strip Maker, a graphics program for the ST.

Activision -- Paintworks, which is their new name for the N-Vision graphic art program created by Audio Light, Inc.

Michtron -- A whole slew of products for the ST, including the Time Bandits game and the SideKick-type CornerMan utility.
Classic Image -- Disk Library and a game called Diablo.

Epyx -- Winter Games and Temple of Aphshai Trilogy on the ST.

MicroProse -- ST version of Silent Service.

Sierra On-Line -- Several animated adventure games. The most recent is Black Cauldron.

Softworks -- BASIC compiler for the ST.

Avila Associates -- Make it Move, an ST graphics animation program, and a gambling tutorial currently called Casino Craps.

Softsync -- Personal Accountant, an 8-bit financial program.

Blue Moon Software -- A collection of GEM Desk Accessories including MacroDesk, MacroMath and MacroManager.

Academy Software -- Typing Tutor and Word Invaders for both 8 and 16-bit Ataris

Spinnaker -- Displaying an extensive line of 8 and 16-bit educational and adventure game products.

American Educational -- A series of educational software for 8-bit Ataris.

OSS -- 8-bit and 16-bit programmer's tools.

ICD -- Some exciting 8-bit hardware, including the ICD Multi I/O Board, a new multi-use I/O board which plugs into the parallel port. (More about this in the next report.)

XLent -- Displayed the entire line of products, including many printer/graphics packages available for both 8- and 16-bit machines.

Haba Arrays -- Get Rich, a financial planning package for 8-bit machines.

FTL -- The creators of Sundog for the ST, are also showing Micro Cookbook and Dungeon Master Adventure.

Britannica Learning -- A series of educational programs for the 8-bit Ataris.

Batteries Included -- A new version of PaperClip for the 8-bit with Spellpack. Thunder, a real-time spelling checker.

Electronic Arts had two Atari booths. One to show off their long line of 8-bit game products and the other to display Financial Cookbook for the ST. According to an EA spokesperson, such EA hits as Golden Oldies will be adapted to the ST, but there EA is not currently planing to adapt Marble Madness to the 16-bit Atari computer.

Covox -- Voice Master, Atari 8-bit voice recognition software.

SSI -- Booths for both lines of Atari computers and displayed many of its very successful strategic games.

Quickview -- Software author Paul Heckel showed his Zoomracks ST database program.

Whew! Are there more? Probably. In the next four days, ANTIC ONLINE will bring you a closer look at many of the above mentioned products and companies, and we'll wander away from the Atari area, rub elbows at some parties, and see what's on display elsewhere.

NEW ST MAGAZINE GETS A START

Antic Publishing unveiled its new ST quarterly, START, a combination magazine and disk. Instead of type-in listings, all program listings are on the disk, which is bound into the magazine in a tear-proof envelope.

START is targeted at the experienced ST computer owner. The first issue features a MIDI Sequencer, which records and stores synthesizer song files on disk.

Tom Hudson has written a desk accessory which will store any DEGAS printer driver in RAM, then capture the [ALTERNATE]-[HELP] key combination for a successful screen dump.

Tim Oren reveals the secrets of GDOS and Metafiles. A thorough comparison of available ST Assemblers is contributed by Chris Chabris. And David Small explains why he distrusts computers in "Voodoo Computing."

MANY THANKS TO SUE COLEMAN FOR THE PICTURES AND TIME ON COMPUSERVE IN DOWNLOADING THE CES ARTICLES!!!**

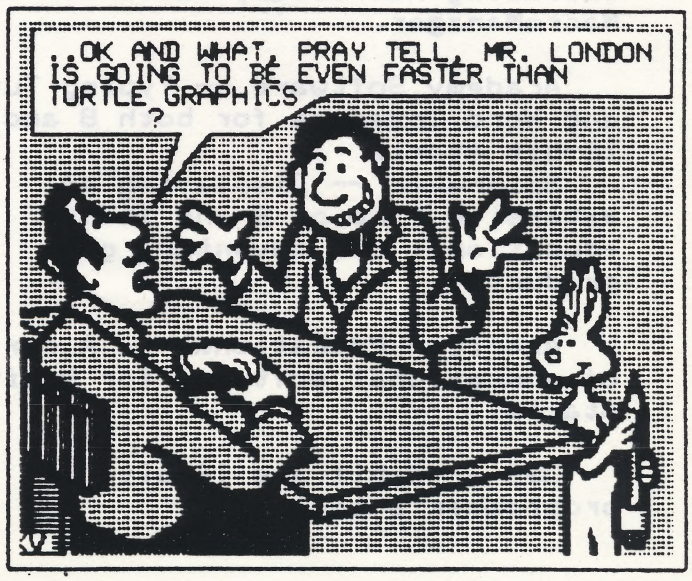
ALSO THANKS TO DON WILHELM FOR THE CARTOONS!!!!!!!!!!!!********

COMING UP TOMORROW

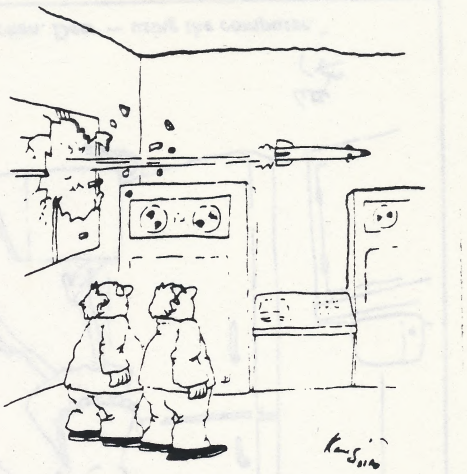
In tomorrow's report, we'll look at the 80-column adapter for the 8-bit machines, ICD's Multi I/O board, and Make it Move, a new ST animation package.

By the way, I'm writing this story upstairs, right outside the Commodore booths, the only place in the hall where it's quiet enough to concentrate.

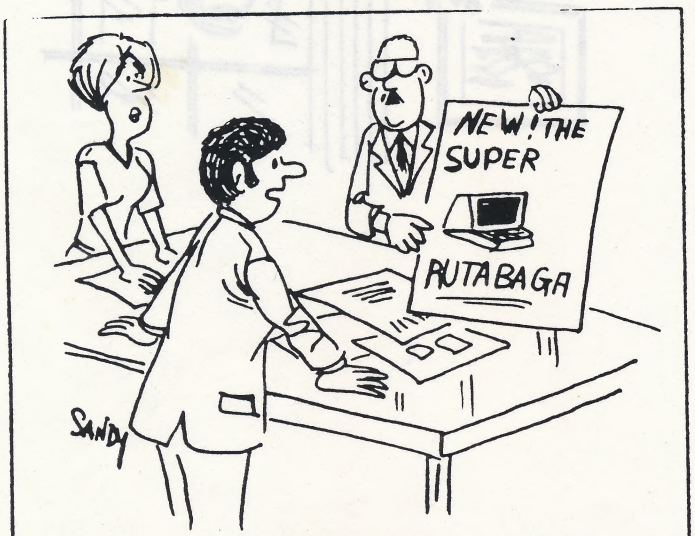
"You'll find 'Running Business Efficiently Without A Computer' on the fiction shelf..."



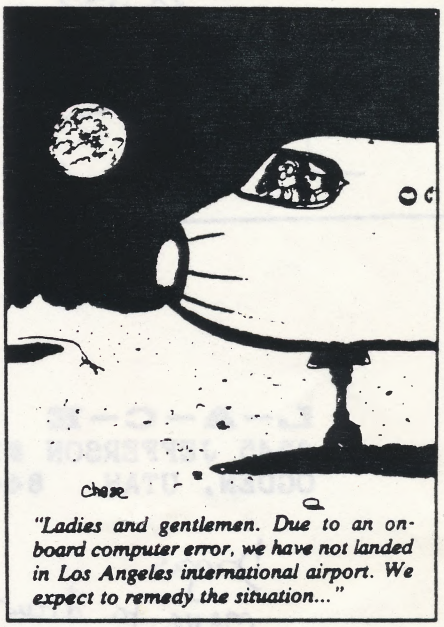
"Come on, now! Explain to the nice man, like you did to me, why I don't have to pay taxes this year!!"



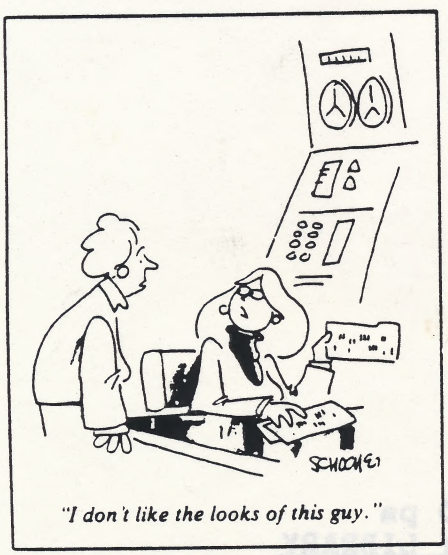
"Lately, we've been having a lot of trouble with the computer guidance system."



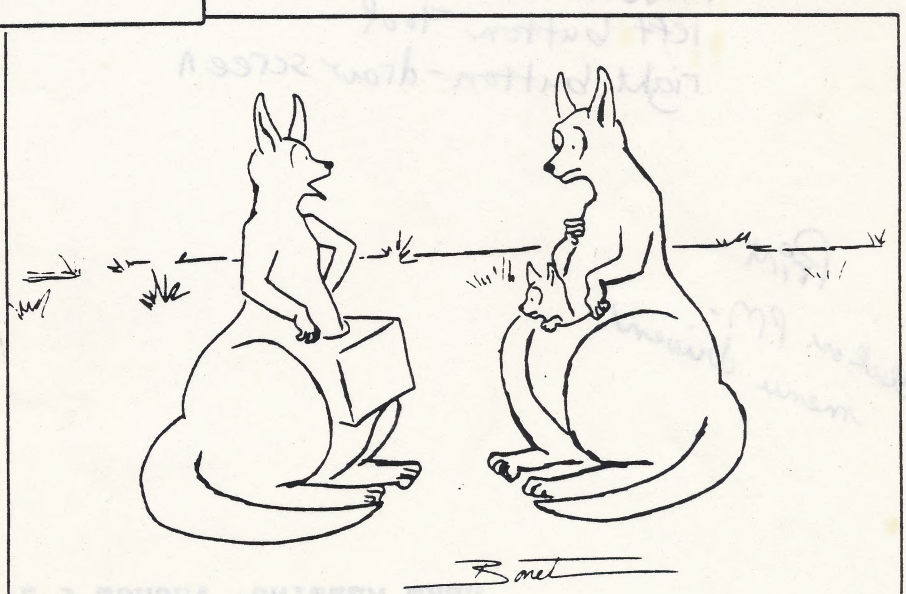
"It just doesn't sound as good as 'Apple' or 'Pet'."



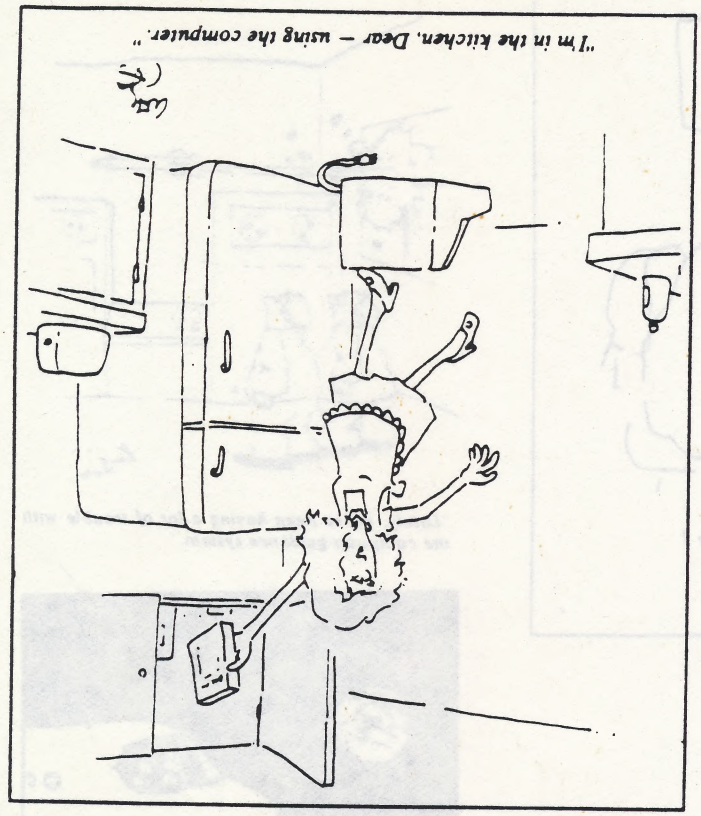
"Ladies and gentlemen. Due to an on-board computer error, we have not landed in Los Angeles international airport. We expect to remedy the situation..."



"I don't like the looks of this guy."



"I don't mind his pocket computer, but now that he's added a Winchester drive and line printer, it's gotten a bit out of hand."



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2245 JEFFERSON #1
OGDEN, UTAH 84401

Dagas
move to draw of line
left button tool
right button - draw screen

Print
click on PM -
menu driven

NEXT MEETING: AUGUST 6 7:00 pm
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